



These by-laws apply to each individual Indoor Soccer competition at Stadium 34.

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1. GAME RULES

- 1.1** All games are played as per the [S34 Indoor Soccer - Summary of Rules](#).
- 1.2** All games consist of two 19 minutes halves with a 2-minute break at half time. All game times are scheduled in Spawtz and played with a running clock.
- 1.3** Time will not be stopped for injuries and no extra time will be allowed. There are no time outs.
- 1.4** An electronic tablet will control the score and is operated by the referees. If at any time a team believes the score is incorrect, they must seek clarification from the referee in an appropriate manner. The two captains and referee shall convene on the matter; however, the referee's decision is final.
- 1.5** Scores are automatically recorded and updated to Spawtz once the game is complete.
- 1.6** If a team disagrees with the score, they have 48-hours to lodge a dispute in writing to Stadium 34 management.

2. PLAYER REQUIREMENTS

- 2.1** Players are required to participate in good spirit and always show good sportsmanship. Management, Staff and referees reserve the right to remove players from games (and the facility) in any circumstance. Players who are aggressive towards other players and/or staff members may be asked to leave the facility and a suspension or ban may be enforced. Management reserves the right to ban anyone from the sports facility. We take threats and abuse very seriously.
- 2.2** All players must be 14 years of age or older at the time they take the court in any senior competition.
- 2.3a** Pregnant players must provide a signed medical certificate from their doctor stating they are fit to participate in any of our competitions.
- 2.3b** Any person who participates in a game while pregnant accepts full and sole responsibility for any injury sustained to themselves or an unborn child because of play and may not make any claim against Stadium 34, its officials, staff, or any other player now or in the future.
- 2.4** All players must behave in an appropriate manner and adhere to all by-laws, terms and conditions and any instructions given to them by referees, supervisors or management.
- 2.5** Any player who is bleeding or has blood on their body or uniform, must leave the court immediately. A player that has had all blood removed and/or covered, may return to the court (once checked by the referee or supervisor) the moment a stoppage of play occurs, including any penalty called by the referee.
- 2.6** There is no sports insurance for any Indoor Soccer competitions. Players are advised to ensure they are covered through a private health insurer while participating in any sporting competitions. Insurance indemnity is agreed upon under our terms and conditions when players sign up to Spawtz.

3. PLAYER UNIFORM

- 3.1** All players within teams must be wearing matching colour tops with legible numbers on the back. Drawn on numbers are not deemed acceptable. A one (1) goal penalty will be applied for every player not in correct uniform or without a proper printed/pressed number. Stadium 34 suggests that captains/organisers keep spare uniforms with them on game days.
- 3.2** Stadium 34 will supply bibs to help differentiate teams of similar colours, these bibs are not classed as uniform.

- 3.3 All players in a team must be wearing the same colour top that is predominantly 90% of the chosen team colour.
- 3.4 Shinguards are mandatory in all competitions and are to be worn under long soccer/football socks. These are available for sale at Stadium34 should you need to purchase some.
- 3.5 Excessively loose-fitting singlets and tops are NOT permitted.
- 3.6 The following items are NOT permitted: Denim, belts, shoes with marking soles, hoodies, hats or beanies, jewellery and anything that an umpire, umpire supervisor or management deem dangerous as per their duty of care requirements.
- 3.7 Fitness trackers (Fitbits, Smart Watches etc): Can NOT be worn on the wrist. They may only be worn under the following conditions. They must be secure and discreetly placed under clothing on the body; this can include bra strap, bra between the cups, hidden pocket, zip pocket, belt loop or shoelace.
- 3.8 Teams are encouraged to be wearing uniforms during the Grading Rounds. However, allowances will be made for teams during the grading rounds ONLY.
- 3.9 Stadium 34 has a long-standing relationship with COVO Sports and can help organise and order Uniforms in a range of colours and styles. Please speak to us for more information.
- 3.10 Shoes with non-marking soles must be worn on all courts.

4. TEAM REGISTRATION

- 4.1 Teams must be registered by the captain/organiser via stadium34.spawtz.com
- 4.2 Teams are considered registered to the competition once their first instalment of season fees have been paid.
- 4.3 Approximately 5-days prior to a team's first game for the season, the captain/organiser will receive notification of their first game time.
- 4.4 Teams will NOT be accepted after the Grading Rounds unless to remove a "BYE". This is at the discretion of Stadium 34 management.
- 4.5 Our main form of communications with Captains and players is via email through our Spawtz administration system. Players are expected to supply and confirm their email addresses upon registration to our competitions (once only process). The Spawtz system sends emails for game reminders and allows Stadium34 Management to communicate competition updates with all players.

5. PLAYER REGISTRATION / QUALIFICATIONS

- 5.1 Individual players who do not have a team must register themselves via stadium34.spawtz.com
- 5.2 A player is deemed to be solely registered with one team once they have played four (4) games in a season. This is determined by both Grading Rounds and Regular Season Rounds in total.
- 5.3 Once grading has been finalised and the "Regular Season" commences, a player who is registered with a team, cannot play in a lower division of the same competition (or night) or for a team in the same division. In doing so, the team they have filled in for will be deemed to have forfeited the match and a 3-0 win will be awarded to the non-offending team.
- 5.4 A player who was first registered with a team in a lower division and then plays enough games to be registered with a team in a higher division, cannot continue to play for both teams and must play with the team in the higher division.

- 5.5 Men's and Mixed are classed as two separate competitions. Example: A player who is registered in any Men's Division may play for any Mixed team (on that night) from any division if it does not conflict with by-law 5.3 and 5.4
- 5.6 Stadium 34 reserves the right to monitor and relegate teams and players in the best interests of the competition and its players/teams.

6. FEES

- 6.1 There are no refunds for season fees, unless suitably determined by Stadium 34. Credits are issued towards finals and upcoming seasons.
- 6.2 In the event of your team Forfeiting, the full match fee is payable to Stadium 34.
- 6.3 In the event of your opponent Forfeiting, the full match fee is credited to your team's account.
- 6.4 In the event of your team receiving a Bye, the full match fee is credited to your team's account.
- 6.5 In the event of your team Withdrawing from a competition, the total administration fee payable will be determined by Stadium 34.

7. GRADING ROUNDS

- 7.1 'Grading Rounds' are used at the start of the season to determine the appropriate divisions that teams will play in during the 'Regular Season'.
- 7.2 Divisions are then created with a group of teams who Stadium 34 believe are the best fit to play together for the Regular Season.
- 7.3 The amount of 'Grading Rounds' will be determined by management and established once registrations are closed.
- 7.4 During the 'Grading Rounds' only, fixtures will be released week by week. A team's game time and their opponent will be listed on the Spawtz website. An email will be distributed to the players when the fixtures are live each week. Automatic reminders will be emailed to teams the day before their game.
- 7.5 There will be no positional ladder during grading rounds. Management will use game results, team compositions, previous competition experience and umpire feedback on all games in determining divisions.
- 7.6 Full season fixtures will be produced at the end of Grading Rounds.
- 7.7 By-Law 13.3b does not apply during grading.

8. REGULAR SEASON ROUNDS

- 8.1 Once the fixture has been released, it is the responsibility of the team to keep up-to-date with their fixtures. Please note: Fixtures are considered fluid and may be subject to minimal change throughout the season. If your game is affected with less than 48 hours' notice, captains/organisers will be contacted by management.

9. POSITIONAL LADDER

- 9.1 A positional ladder will be kept for each division for each competition. The ladder will be automatically updated after each game and available to view on stadium34.spawtz.com

- 9.2** The ladder will be determined by a win-draw-loss, with teams being awarded four (4) premiership points for a win, two (2) premiership point for a draw and zero (0) premiership points for a loss. In the event of a forfeit, the forfeiting team will be deducted two (-2) premiership points whilst the opposing team will receive four (4) points
- 9.3** Premiership points will be awarded for official competition games only.
- 9.4** In the rare scenario that a team withdraws from a competition/division, all previous results against this team will stand and the ladder will remain untouched. Future games against a withdrawn team will be treated as a 'bye' in the event where a division has an even number of teams.
- 9.5** Competitions that include a BYE within a division will not be awarded premiership points for the BYE round.
- 9.6** In the event that two (or more) teams are equal on premiership points, they will be separated on the ladder by goal % (goals for / goals against), followed by goal difference, then total matches played.

10. FINALS & AWARDS

- 10.1** Any team that cannot participate in finals for any reason, must notify Stadium 34 management as soon as possible. Any team that fails to do so and does not field a team during finals will be deemed to have forfeited.
- 10.2** The finals will consist of two rounds over two weeks. The top four teams on the ladder of each division will participate. Divisions may be split for finals (at the discretion of management).
- 10.3** Both finals will be played in a knock-out format. Week 1 (Semi Finals) - 1st v 4th / 2nd v 3rd. Week 2 (Grand Final) - Winner (1st v 4th) v Winner (2nd v 3rd)
- 10.4** Management reserves the right to change the format based on team numbers in the division.
- 10.5** Winners and Runners-Up of Grand Finals will be awarded Premiership Medallions. League MVP and Highest Goal Scorer awards are awarded in all divisions.
- 10.6** It is up to players and teams to make sure that ALL players use the check-in screen when checking in for games to avoid any discrepancies come finals time. Player qualifications for finals are determined by this system. Grading games do not count towards finals qualification.
- 10.7** A player must have played a minimum one third of regular season games with one team to qualify for finals. Management reserves the right to assess and approve exemptions for an 'unqualified' player to play finals in the event of a team being short. Please note: exemptions are approved/denied on a case-by-case basis and should be applied for no less than 48 hours before the scheduled final.
- 10.8** Any team that uses an unqualified player without a proper exemption in a final will forfeit the match and be eliminated from the finals series.
- 10.9** If a final is drawn at the end of the game, teams will change ends and play an extra two halves of 5-minutes, changing ends again at half time. Team scores will continue to accrue during these periods. POSITIONAL CHANGES MAY BE MADE DURING EXTRA TIME.
- 10.10** If a final is still drawn after extra time, then play will continue with a referees call of 'play on' and a 'sudden death' overtime will commence. The first team to score during 'sudden death' overtime will be declared the winner.

11. FORFEITS

- 11.1** Teams must notify Stadium 34 as soon as possible to advise their intention to forfeit a match.
- 11.2** Teams who do not attend any scheduled match or are unable to field 3 or more players (including a goalkeeper) within 10 minutes of the first half will forfeit the match.
- 11.3** Teams that forfeit regularly without notice or communication with Stadium 34 management within a season may be at risk of being removed from the competition at management's discretion.
- 11.4** If a forfeit occurs the non-offending team will be awarded a 3-0 win. The offending team will be recorded with a 0-3 loss and will be deducted two (-2) premiership points from the premiership ladder.

12. CANCELLED GAMES

- 12.1** Stadium 34 will apply the appropriate Policies and Procedures when deciding if games should be cancelled. The policies cover a range of situations including, extreme heat and venue conditions.
- 12.2** Captains/Organisers acknowledge in our Terms & Conditions when registering their team, that Stadium 34 management makes the final decision on whether a game will be cancelled or not. If it is decided that a game will be played, teams must participate, or forfeit rules will apply.
- 12.3** Should a game be abandoned due to a serious injury; a suitable outcome will be determined by Stadium 34 management.
- 12.4** If a game is unexpectedly stopped or suspended by the referee due to unplayable conditions, players must wait until a final decision is made by Stadium 34 management. If the conditions are deemed safe to play, play will resume from where the game was stopped. If the decision is made to call the game off completely, scores will stand as they are.

13. COMMENCEMENT OF GAME

- 13.1** Teams are required to have their game fees up to date on Spawtz prior to taking to the court.
- 13.2** Players are required to sign into their game as they enter the facility via the player check in screen. A computer is provided at the entrance with all games for the night pre-loaded, select your team and then tap your name to 'log on', then hit done. This is the official tracker for finals qualification.
- 13.3a** To start a game, teams must field 3-players (inc. Goalkeeper) and be ready to play at the start time.
- 13.3b** Failure to do so will incur late penalties of 1-goal per minute starting from the 17-minute mark, provided the opposing team was on the court and ready to play.
- 13.4** If both teams are not ready to start at the 17-minute mark no late goal penalties will apply in favour of either team.
- 13.5** Games will always start on the schedule time for every timeslot. We use an automated scoring system linked with our player check in and scoreboards. We are unable to pause or reset the clock at any stage. Please make sure you arrive 5-10 minutes prior to your game time.

14. REFEREES

- 14.1** Stadium 34 is solely responsible for all referees.
- 14.2** Referees are required to wear Stadium 34 referee uniforms, take feedback from referee supervisors or centre management, and regularly educate themselves as directed by Stadium 34.

15. PLAYER SUSPENSION & SEND OFFS

- 15.1** If a referee deems that a player's conduct warrants, they may choose to issue a player with a yellow, blue or red card.
- 15.2** The players conduct may include (but not limited to) poor sportsmanship, persistent breaking of rules, foul/abusive language directed at an opponent or referee, rough play.
- 15.3** As a control measure, a referee may choose to call in both team Captains to issue a warning before sending players off.
- 15.4** A referee is not required to issue a warning before sending players off.
- 15.5** If a blue card is issued, that player is required to go to the bench for 2 minutes and cannot be replaced by another player during this time.
- 15.6** A player who has been issued a red card cannot be replaced.
- 15.7** If a player is issued two yellow cards, two blue cards (or a combination of both) or a red card they can no longer participate in the game and will incur an automatic 1 game minimum suspension. A referee report will be issued at the end of the night and players will be notified by Stadium 34 management of any further suspension outcomes.

16. DELAY OF PLAY & PERSISTENT BREAKING OF RULES

- 16.1** If a referee feels that a player has delayed play or persistently breaks the rules, the referee may choose from the following actions:
 - 16.1a** Manage the player and encourage a correction of behaviour.
 - 16.1b** Call 'advantage' where able to do so, or halt play to award free kicks and encourage behaviour correction.
 - 16.1c** Penalise the player by issuing a yellow, blue or red card.

17. TEAM OR PLAYER MISCONDUCT

- 17.1** Any player deemed to be involved in any misconduct will be dealt with by Stadium 34 Management and may find themselves suspended or permanently banned from participation in any Stadium 34 competitions.
- 17.2** Misconduct includes (but is not limited to) physical or verbal abuse including discrimination of any kind towards players, referees, supervisors, staff members or spectators.
- 17.3** A team with a player or spectator who is found to be involved in any misconduct may find the whole team removed from the competition.
- 17.4** Teams that show continual bad sportsmanship or misconduct will be given a warning. Failure to improve their behaviour will result in the team being asked to leave the competition.
- 17.5** As a private enterprise, Stadium 34 has the right to suspend or permanently ban any player or team from participating in any competition. Management's decision is final, and no appeals will be considered.

18. PROTESTS & APPEALS

- 18.1** Any team wishing to lodge a protest or appeal must lodge the protest or appeal in writing to the centre manager within 48 hours of the conclusion of the match. Management will review such cases, and a decision will be reached within seven days. The centre may appoint a panel if they believe it's necessary to resolve the matter.

19. SPECIFIC RULES RELATING TO THE MIXED COMPETITION ONLY

- 19.A** A team must have three (3) players present to commence a game, consisting of at least one female player.
- 19.B** Team lists can consist of more than three (3) males but a maximum of two (2) males may only play on the court at any time.
- 19.C** Goal Keepers can be either male or female and do not count towards the team's male/female ratio.
- 19.D** Team lists can consist of all female players.
- 19.E** At the start of the game or after a goal is scored the 'centre kick' MUST always travel into the controlling teams defensive end before traveling forwards.

20. CONCLUSION

Stadium 34 thanks you for your support of these by-laws and trusts that your team and supporters are aware of the rules and conditions relating to our sporting competitions. All competitions run by Stadium 34 are considered social by nature. All players need to act accordingly. Players have the right to discuss any issues (in an appropriate manner) with the centre managers and staff at any time.

Please Note: The information contained herein is current but may be subject to change from time to time. Management reserves the right to alter and change its By-Laws and centre rules without notice.

Updated: 6/10/2021

THIS FORM DOES NOT NEED TO BE FILLED OUT IF YOU HAVE COMPLETED IT ONLINE

PLEASE RETURN TO STADIUM 34 AT YOUR FIRST GAME

The following is to be signed and dated by the Captain/Organiser.

Team Name: _____

Competition: Men's | Mixed | Women's

I _____ date _____

Certify that I, and my team have read and understood the Soccer By-Laws for the Stadium 34 competition. I agree that my team and I we will abide by these guidelines and understand that failure to comply will result in appropriate action.

Signed: _____